

PITSTOP.TM WHERE WINNING IS THE PITS.



You'll never make Grand Prix champion just driving in circles.

You've got to stop sometime. The question is when. Right now you're in the lead. But the faster

you go, the more gas you consume. And the quicker your tires wear down.

If you do pull into the pits, though, you lose precious seconds. So it's up to you to make sure the pit crew is quick with those tires. And careful with that gas. Otherwise, poof! you're out of the race.

See your retailer for available computer formats.

So what'll it be, Mario? Think your tires will hold up for another lap? Or should you play it safe and go get some new ones?

Think it over. Because PitstopTM is the one and only road race game where winning is more than just driving. It's the pits.

Goggles not included.

One or two players; 6 racecourses, joystick control.

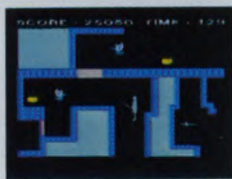


EPYX
COMPUTER SOFTWARE

STRATEGY GAMES FOR THE ACTION-GAME PLAYER.



WELCOME TO APSHAI. YOU'RE JUST IN TIME FOR LUNCH.



ridge version of the Computer Game of the Year,*
Temple of Apshai.™

Gateway has eight levels. And over 400 dark,
nasty chambers to explore. And because it's joy-
stick controlled, you'll have to move faster than ever.

But first you'll have to consider your strategy.

Boy, have you taken
a wrong turn. One moment
you're gathering treasure
and the next you're being
eyed like a side of beef.

You're in the Gateway
to Apshai.™ The new cart-

Is it treasure you're after? Or glory? You'll
live longer if you're greedy, but slaying mon-
sters racks up a higher score.

The Apshai series is the standard by
which all other adventure games are judged.
And novices will not survive.

They'll be eaten.

*One player; Temple of Apshai, disk/cassette;
Gateway to Apshai, cartridge, joystick control.*

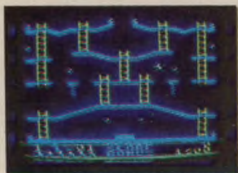


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STRATEGY GAMES FOR THE ACTION-GAME PLAYER.



JUMPMAN'S A GREAT GAME. BUT YOU'VE GOT TO WATCH YOUR STEP.



Meet the Alienators. A fiendish bunch who've planted bombs throughout your Jupiter Command Headquarters.

Your job? Use your lightning speed to scale ladders, scurry across girders, climb ropes and race

through 30 levels to defuse the bombs before they go off.

That's the kind of hot, non-stop action we've packed into the award-winning* best-selling Jumpman™, and into Jumpman Jr.™, our new cartridge version with 12 all-new, different and exciting screens.

Both games force you to make tough choices.

Should you avoid that Alienator, climb to the top

and try to work your way down, or try to hurdle him and defuse the bombs closest to you before they go off?

If you move fast you'll earn extra lives.

But if you're not careful, it's a long way down.

So jump to it. And find out why Jumpman and Jumpman Jr. are on a level all their own.

One to four players; 8 speeds; joystick control. Jumpman has 30 screens. Jumpman Jr. has 12 screens.



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*1983 C.E.S. award winner.